

IN THE ABSTRACT

Please replace the Abstract with the following:

In one aspect, the present invention relates to interactive gaming systems having a data network in communication with a user computer and a gaming server, at least one wagering device in communication with the gaming server, wherein the wagering device is located remotely from the user computer and the user computer remotely controls the wagering device, and a bandwidth and transmission detection device, wherein transmissions between the user computer and the wagering device are optimized using encryption and compression techniques. Another aspect relates to methods for permitting a remotely located player to control a wagering device including using a remotely located computer to communicate with the wagering device, entering commands into the computer to operate and control the wagering device, and detecting the player's connection bandwidth and transmission speed, wherein transmissions between the remotely located computer and the wagering device are optimized using encryption and compression techniques.